Valorant – Competition rules

STEM Games 2025

Valorant

- The competition is held in a mixed-gender format
- Each university may register a maximum of one team.
- A team consists of 5 players (with up to 5 optional substitutes).
- All players participate under their own responsibility.
- Players are responsible for the peripherals they use during matches and must compensate the organizer for any damage caused.
- All personal belongings within the eSports Arena are the responsibility of the users, as the organizer is not liable for lost, left behind, or stolen items.
- The organizer is not responsible for any accidents, injuries, or other damage that may occur.
- Players are expected to bring all necessary gaming peripherals (mouse, mouse pad, keyboard and headphones)
- The competition rules are set by the Organizer.
- The competition leader has the authority to interpret these rules.

Competition system

The competition is divided into 2 phases.

In the first phase, each team plays against every other team in a "Best-of-One" format. A win awards 1 point, and a loss awards 0 points.
The top 2 teams from the first phase advance to the second (final) phase. The third-place team from the first phase is awarded third place.

Tie-breakers for the first phase are, in order: head-to-head results, win/loss difference, and round difference. In the event of a multi-team tie, a 1 vs 1 tiebreakers will be played, in the event that there is no possibility of finding time to play a tiebreaker, a coin toss will be used.

The final phase is played in a "Best-of-Three" format, where the first team to win 2 maps is declared the winner. The winner of the final phase takes first place, and the runner-up takes second place.

The organizers reserve the right to modify the competition structure.

Game rules

To start a match, the presence of 5 registered players is required.

Each team must appoint one captain (an official representative). The captain is responsible for their team, including relaying important information to players and notifying substitutes if they need to replace a starter.

Players and captains may only be registered for one team, with the following conditions:
- A player may only be registered for one and only one team.
- A player may also serve as the captain of their team.
- A captain does not have to be a player.
- A captain may only be registered for one team.
- A player cannot compete for one team and serve as the captain of another team.

Matches must be played according to the schedule and start on time.

No waiting is allowed. In case of delays, the late team receives a penalty point, and the opposing team is awarded a point.

Matches are played in a 5v5 tournament mode with the following map pool: Ascent, Icebox, Sunset, Haven, Lotus, Pearl, and Split [patch 10.08, 29.04.2025].

If the official Valorant competitive map pool changes, the competition leader may adjust the competition map pool accordingly.

New maps and agents may be used 2 weeks after their introduction into the game.

Map selection is based on pick and ban phases (https://www.mapban.gg/en/ban/valorant).

A random draw determines which team has the first ban (Team A).

For Best-of-One, pick and ban proceed as follows:
- Ban - Team A
- Ban - Team B
- Ban - Team A
- Ban - Team B
- Ban - Team A

- Ban - Team B
- Decider - Team A chooses the side.

For Best-of-Three, pick and ban proceed as follows:
- Ban - Team A
- Ban - Team B
- Pick - Team A; Team B chooses the side
- Pick - Team B; Team A chooses the side
- Ban - Team A
- Ban - Team B
- Decider - Team A chooses the side.

After map selection, players connect to the server.

The match winner is the first team to win 13 rounds. In case of a tie, the winner is the first team to gain a 2-round lead in overtime.

Custom lobby settings:
- Mode: Standard
- Allow Cheats: Off
- Tournament Mode: On
- Overtime Win by Two: On

Players may bring their own peripherals (mouse, keyboard, headphones, and mousepad).

If a server-level disconnection occurs, the current map is replayed.

Pausing the game and penalties

If a player repeatedly disconnects without contacting officials, the organizers are not obligated to pause the game.

The organizer reserves the right to pause the match at any stage as deemed necessary.

Players may request a pause under the following conditions:
- Unintentional disconnection
- Software or hardware malfunction
- Peripheral issues
- Tactical pause

Other forms of pausing are not allowed and may be penalized by the competition leader in two ways:

- Deduction of points from the pausing team
- Forfeiture of the match by the pausing team

If a team fields a player who does not meet the eligibility criteria or has already played for another team, the team will be disqualified.

If a team member is found using unauthorized third-party software (e.g., "aimbot," "wallhack," etc.), the team forfeits the match and is disqualified from the competition.

If a participant violates any rule outlined in these regulations, the organizer reserves the right to disqualify the participant and/or the institution they represent.

Any form of disparagement or disrespect toward opponents is prohibited during matches.

Competition leaders:

Mateo Paladin, Ante Prolić